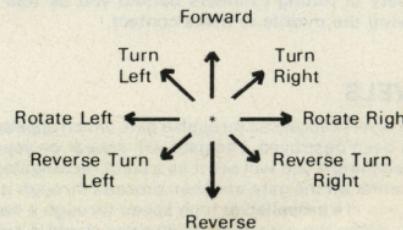


CONTROLS — Commodore 64 keys are shown in brackets.

SYSTEM RESET - Do not use.
 SELECT (F1) - Quit game, return to title screen.
 OPTION (F5) - Selects skill mode.
 START (F7) - Starts game (return to title screen if in demo mode).
 NUMBER KEYS - Selects start level (1-8) if level is available.
 SPACE - Pauses game, move joystick in any direction to resume.
 JOYSTICK - Atari port 1 (Commodore port 2) :



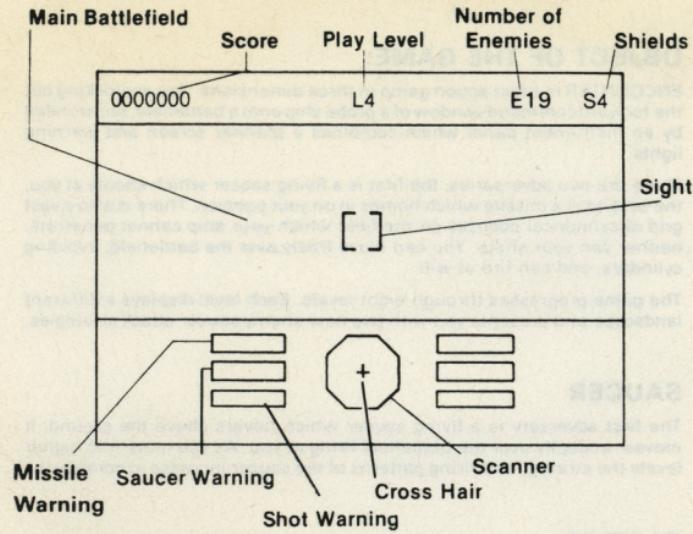
JOYSTICK BUTTON - Fire (up to 3 shots may be in flight at any one time).

NOTES

Other points to note are that, sometimes small movements of the joystick will produce two alternate radar traces on opposite sides of the scanner screen. You should move towards either one whereupon the other will disappear. If the scanner screen is blank, you should drive until the trace shows the saucer is within range.

If you are too close to a cylinder when firing, your shot will rebound too quickly to be seen. It cannot hit you because you are protected from your own shots.

May you be victorious on the grid!



ENCOUNTER! MAIN SCREEN

SCORE	- Automatically increases each time the enemy is hit.
SIGHTS	- Indicates the area the player's shot will hit.
MISSILE WARNING	- Flashes to show a missile is attacking.
SAUCER WARNING	- Glows to indicate a saucer is on the battlefield.
SHOT WARNING	- Flashes to show saucer has fired.
SCANNER	- Shows position of enemy craft.
CROSS HAIR	- Player position on scanner.
LEVEL	- Current level of game (1-8).
SHIELD	- Number of shields (0-9).
ENEMIES	- Number of enemies left until transition to next level (0-19).



BY PAUL WOAKES

NOVAGEN

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LOADING ENCOUNTER

Atari — 16K and 32K Cassette

Insert the program cassette into the cassette recorder. Press the play button on the cassette recorder until it locks in the down position. Hold down the START button (START and OPTION for XL computers) on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will automatically start when loading is completed.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and try to reload as described above.

Atari — 32K Disk

Turn on your disk drive and wait for the busy light to go out. Insert the ENCOUNTER program disk into the disk drive label side up. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds.

Commodore 64 — Cassette and Disk

Connect the joystick to the computer. Plug the joystick into the connector closest to the rear of the machine. Turn on the disk drive or cassette drive first, then turn on the computer. Insert the game diskette or cassette in the drive with the label facing up, type: LOAD "E",8 (return) or LOAD (return) if cassette version. When the READY prompt appears, type: RUN (return). The introductory screen will then appear while the rest of the program loads into the memory. When the load is completed the title screen will appear.

OBJECT OF THE GAME:

ENCOUNTER is a fast action game in three dimensions. You are looking out the forward command window of a probe ship onto a battlefield, surrounded by an instrument panel which combines a scanner screen and warning lights.

There are two adversaries, the first is a flying saucer which shoots at you, the second is a missile which homes in on your position. There is also a vast grid of cylindrical obelisks on the field which your ship cannot penetrate, neither can your shots. You can move freely over the battlefield, avoiding cylinders, and can fire at will.

The game progresses through eight levels. Each level displays a different landscape and presents you with two new enemy saucer attack strategies.

SAUCER

The first adversary is a flying saucer which hovers above the ground. It moves randomly over the battlefield firing at you. As you move into higher levels the strategy and firing patterns of the saucer increase in complexity.

TACTICS

You are warned of the saucer's presence by a yellow indicator on the instrument panel. A trace on the scanner screen shows the saucer's position. A blue light will flash when the saucer fires a shot. Its target is your position, and you should move at an angle, not directly, towards or away from the saucer to avoid being hit.

The cylinders on the battlefield can be used as protection against the saucer shots, which will bounce off them. You should beware that you can be shot from any angle, including from behind. To destroy the saucer, you should place yourself in such a position that you can shoot at the saucer and have time to see and avoid the saucer's shots, including those that may rebound from cylinders.

MISSILE

The second adversary is a low-flying missile, which homes in on you and cannot be stopped by obstacles. Its pattern of movement becomes increasingly more complex as the game progresses. It always appears in a 270 arc in front of you and produces a low menacing whine which increases in pitch as it approaches.

TACTICS

When the missile warning indicator flashes, the best tactic is to turn towards the position shown on the scanner screen, backing away at the same time. This gives more time to see and destroy the missile. You should be wary of hitting cylinders behind you as this will cause a fatal delay allowing the missile to make contact.

LEVELS

Each level is accessed through a gate which appears after all of the enemies have been destroyed. The gate will appear on your scanner as a blip. Upon approaching it you will see it as a black rectangular hole. You should line up the center on the gate and then proceed through it. On passing through the gate you are propelled at high speed through a hail of spheres, to the next level. When the gate appears an extra shield is awarded, up to a maximum of 9 shields. If you fail to negotiate the spheres you are returned to the last level and lose one shield.

You may start at any level, that you have completed in the play session, by pressing the corresponding number key whereupon you will hear a buzzing sound if that level is accessible. Press the START (F7) key to begin play at that level.

SCORING

There are 17 different enemy styles which score between 100 and 1600 points when hit. Each score is also multiplied by the game level.